

Kriti Pahari

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Inquisitive, energetic computer science student skilled in Object Oriented and Functional based programming paradigms, with a strong foundation in math, logic, and cross-platform development. Seeking to leverage solid skills in collaboration, communication, and development as a Software Developer.

Education

- **Bachelors in Computer Science**, Northwestern Oklahoma State University **May 2015 – May 2019**
- **GPA: 3.85**

Coursework

- Data Structures, Algorithms, Internet Application Design and Development, Database Management Systems, Mobile Application Development, Operating Systems, Software Development, Telecommunications, Inferential Statistics, UI/UX Design, Game Design/Development, Calculus, Robotics, Computer Forensics, Information Security, Open Source

Technical Skills

- **Languages:** Java, JavaScript, C++, Python, HTML5, CSS3, SQL, PHP, Swift
- **Database Technologies:** MySQL, PostgreSQL
- **Tools:** WebStorm, IntelliJ IDEA, XCode, Visual Studio Code, NetBeans
- **Others:** Object Oriented Design, Debugging, Agile/Scrum, Wireframing, UI/UX Design

Work Experience

Web Accessibility Intern – Texas Commission of Environment Quality **May 2018 – Aug 2018**

- Reviewed all the documents in the PAL for accessibility compliance.
- Modernized the paper exception request process of the agency into electronic and automated process.
- Identified the issues in web-based apps under development using Bugzilla for documentation for developers.

Information Technology Intern, Texas Commission of Environment Quality **May 2017 – Aug 2018**

- Worked on developing rich UI accessible webpages for the disabled.
- Reviewed web pages for compliance with WWW's Web Content Accessibility Guidelines.
- Used front-end technologies like CSS, JavaScript, and JQuery to generate rich UI and dynamic web pages

Recent Software Projects

RangerConnect - iOS **Aug 2018 – Present**

- Worked as a front-end developer for an iOS application, RangerConnect, in a team of 6 students to develop a platform to connect NWOSU alumni with the institution, using teamwork, SWE processes, and best practices.
- Responsible for building wireframes, and rapid prototyping of the iOS application using UI prototyping tool Figma.
- Iterated the UI prototype using a focus group of students, for rendering the best UI/UX, and transformed

Charitable – HTML5/CSS3/JS/PHP/MySQL

Aug 2017 – Dec 2017

- Designed and Developed a simulated version of a full stack charity web application that lets users learn about the motive of the charity, and send request for donation.
- Developed the UI using front-end web technologies like HTML5/CSS3/VanillaJS and used PHP for server-side development.
- Performed AJAX requests to fetch data from the database and populate it in the DOM.

Calculator – Java Swing

Aug 2017 – Dec 2017

- Used OOP based design to develop solution to Calculator Java Swing application using Abstract Factory Design Pattern.
- Practiced use of SOLID principle, including Polymorphism, Abstraction, and Encapsulation for Software Development.

Awards and Honors

- Awarded with 90% scholarship for non-resident.
- Vice President, International Student Association.